

NCAA - Three simple steps to process 10-2-2-d-2 plays

This is an effort to simplify the process by which we can not only arrive at the correct ruling when taking a test, but even more importantly, it can aid the crew in real time if and when these type plays would actually occur in a game.

When the following occurs it is a 10-2-2-d-2 situation:

- a) There is a change of team possession (COP)
- b) Followed by a run that ends in the end zone
- c) And a foul which occurs during that run or related run

Use these three steps:

- 1) First and foremost, determine the result of the play (ROP). That being, what the result of the play is if no foul or violation had occurred.
- 2) Once the ROP is determined use the following to determine the basic spot:
 - a) *If the ROP is a Touchback and the COP occurred in the End Zone - The basic spot is the B20 - 10-2-2-d-2-a*
 - b) *If the ROP is a Touchback and the COP occurred in the Field of Play - The basic spot is the Goal Line - 10-2-2-d-2-b*
 - c) *If the ROP is Momentum - The basic spot is the Momentum spot - 10-2-2-d-2-b Exception*
 - d) *If the ROP is any of the following - The basic spot is the Goal Line - 10-2-2-d-2-b & c*
 - 1) Safety
 - 2) A's ball in the field of play
 - 3) B's ball in the field of play
 - 4) TD A
 - 5) TD B
- 3) After the basic spot is determined, apply Three and One in Rule 10-2-2-c (1, 2 & 3)

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